

CAPCOM

Capcom Entertainment, Inc.
475 Oakmead Parkway
Sunnyvale, CA 94085

EmuMovies

PRINTED IN JAPAN

Nintendo

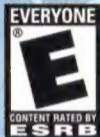
GAME BOY **color**

CGB-B2XE-USA



INSTRUCTION BOOKLET **CAPCOM**

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



EVERYONE
MILD VIOLENCE

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085
©CAPCOM CO. LTD., 2001
©CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED.
CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO. LTD.
MEGA MAN is a trademark of CAPCOM CO. LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.
LICENSED BY

Nintendo

NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998, 2001 NINTENDO OF AMERICA INC.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMS.

CONTENTS

DNA Disaster!	2
Characters	4
Starting Up	8
Controls	9
Mode Select	10
Game Screen	12
Special Actions	14
Weapon Select	16
Items	18
Power-up Parts	19
Soul Items	20
Ride Armor	22
X's Special Weapons	24
Zero's Special Moves	26
Mission Clear	28
Auto Save	29
Tips	30
Credits	31
All Things Capcom	32
90-Day Limited Warranty	

REGISTER
ONLINE
AT WWW.CAPCOM.COM

o
imn
of "im

A new t
The chip
in the pa

2

XTREME 2

When the reploids were examined, scientists discovered that all their programs had been deleted. Despite powerful security programs, they had been wiped clean of all operating data. Even the security programs were gone.

Within a few days, another massive "Erasure" incident occurred on an isolated research island. An investigation team was immediately sent to the island. There they discovered a small army of "irregular" reploids, who had already been defeated in the past.

A new type of DNA chip was found on one of the irregular reprints. The chip contained DNA data duplicated from irregular reprints in the past. Investigators suspected that it was used to revive them.

Now, Mega Man X and Zero receive an order to defeat the irregulars on the island and collect all the DNA Soul!

Who hacked into the mother computer?
What is this invisible enemy's goal?

Once again, X readies for battle,
repeatedly asking himself if fighting
is the only way to protect world
peace ...



CHARACTERS

MEGA MAN X

The leader of Hunter Unit 17, Mega Man X has sworn to fight for world peace, though an inner opposition to violence sometimes holds him back.



ZERO

A Special-A Class hunter and the leader of the Special Hunter Unit 0, Zero is Mega Man X's companion and friendly rival. He carries out his missions with total style and confidence.



GARRES



BELKANA

Though she is known as a reploid researcher, none of the repleids Belkana has created have been revealed to the public. She is shrouded in mystery.

Garres is a knight-type reploid who boasts a high offense ability. He distracts hunters with his cool judgment and powerful javelin attack.



AILLIS



Aillis is an excellent reploid who works as an operator. While training in irregular reploid hunting, she gets involved in the "DNA Soul" incident.

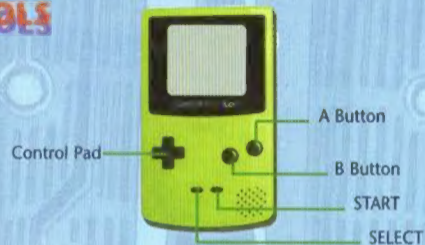
STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the **MEGA MAN XTREME2** Game Pak and turn on your Game Boy Color.
3. When the Title screen appears, press START. (Press START again to skip the demo sequence.)
4. On the Mode Select screen, use the Control Pad to select a starting option and press the A Button. (See page 10 for Mode Select screen details.)

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.

CONTROLS



BUTTON	MENU CONTROL	GAMEPLAY CONTROL
Control Pad	Highlight selections	⬅️/➡️ = Move Mega Man X ⬆️/⬇️ = Climb up/down ladders ⬇️ + A Button or ➡️➡️ = Dash
A Button	Confirm selections	Jump
B Button	Cancel selections	Attack
START	Start game	Pause/Unpause
SELECT		Display Weapon Select screen

Note: Use Option mode to change the Control setting. See page 11.

MODE SELECT

X MISSION

Start the game as Mega Man X.
Choose your stage and begin play.

ZERO MISSION

Start the game as Zero. Choose
stage and start the mission.

RULES

Choose from 4 stages. Play
through the stage to defeat all
enemies and acquire hidden
items. A stage is cleared when
you defeat the final boss.
When you do this, you will get
a special weapon.



CONTINUE

You can save your game on the Mission Clear screen (see page 28).
To restart a saved game, select CONTINUE. Then select one
of the four save files to restart.

If there is Suspended Data, you will be asked if you want to play on it.
Choose YES if you do. Suspended Data is automatically saved when you
pass a Memory Device located in each stage.

OPTION

Adjust various game settings. Make your selections with the Control Pad
and confirm by pressing the A Button.

- **BUTTON CONFIG** – Change button assignments by selecting
a button and then pressing the Control Pad ◀/▶.
- **SOUND TEST** – Sample the game music and sound effects.
Select a number and press the A Button to preview the selection.

PART

Check out the power-up parts you can acquire to improve
your weapons.

GAME SCREEN



Energy Gauge

Remaining Characters

ENERGY GAUGE

Shows X's or Zero's remaining energy. When all the energy drains away, you lose one character.

REMAINING CHARACTERS

Number of characters you have left to finish the stage. If you use up all the characters, the game ends.

WEAPON NAME

The special weapon or special move X or Zero is using.

WEAPON ENERGY GAUGE

Remaining energy for your special weapon. If the energy drains away, your weapon becomes useless.

POWER-UP PART

The power-up part X or Zero is using.

BOSS ENERGY GAUGE

The boss character's remaining energy. If you can fight the boss until its energy drains, you will defeat it.



SPECIAL ACTIONS

ATTACK (B Button)

- Shoot X's X-Buster or a special weapon. Hold down the button longer for a powerful charge shot.
- Attack with Zero's Zero Saber. By pressing the B Button with just the right timing, you can perform successive attacks.

JUMP (A Button)

- Press the button to jump.
- Hold the button longer for a higher jump.

WALL KICK (A Button)

- Jump toward a wall.
- You can even climb up a wall with this technique.

DASH (↓ + A Button or →→)

- Move X or Zero at a faster pace than his regular walk.
- X or Zero can jump farther while dashing.

SCRAMBLE CHANGE

In certain places during the game, you can perform a Scramble Change and switch Mega Man X and Zero.

WEAPON SELECT

Press **SELECT** to display the Weapon Select screen.

- **ICONS** – Highlight an icon and press the A Button to display each menu screen.
- **SUB-SCREEN** – Highlight a Special Weapon or move and press the A Button to equip or use it. You can equip up to four parts at one time.
Highlight a Sub Tank and press the A Button to restore your character's energy.
- **POWER-UP PARTS** – You can find four Power-Up Parts in each stage. Collect these to improve X or Zero's abilities. View the Power-Up Parts screen to check on the Parts you've acquired (see page 19).
- **KEY CONFIG** – Change button assignments by selecting a button and pressing the Control Pad ◀/▶.
- **LIFE SOULS** – Shows your current amount of Life Souls.
- **EXIT** – Return to the Stage Select screen. You can use EXIT only in stages you have already completed.




ITEMS

These are some of the items that help X and Zero. Some appear when you defeat an enemy, others are located in secret places. See what other items you can discover.

- **SMALL LIFE ENERGY** – Restores some of X's or Zero's energy.
- **LARGE LIFE ENERGY** – Restores most of X's or Zero's energy.
- **SMALL WEAPON ENERGY** – Restores some of X's or Zero's weapon energy.
- **LARGE WEAPON ENERGY** – Restores most of X's or Zero's weapon energy.
- **LIFE UP** – Increases X's or Zero's maximum energy.
- **SUB TANK** – If you get a Life Energy item when your character's energy gauge is full, you can store the energy in the Sub Tank. You can use the Sub Tank later to recover energy. (See page 16.)
- **1UP** – Adds to your remaining characters. You can have up to nine characters at one time.

POWER-UP PARTS

Each stage has a hidden Power-up Part. Find it to significantly improve X's or Zero's abilities.

- **HEAD** – Developed from special metal, the Head Part is extremely powerful. With this item, X or Zero can break certain walls with a headbutt attack.
- **ARM** – As X, use this to power up two Charge Shots. You can also perform powerful Wide Shots by charging the shot to the max and then pressing the B Button twice. As Zero, you can use a special move called "Final."
- **BODY** – This part decreases damage from enemy attacks by half. Also, X gains the ability to use the special move called "Giga Crash," which absorbs damage and ricochets it back toward the enemy.
- **FOOT** – This enables the Dash Wall Kick, which allows your character to break certain walls by kicking. You can also dash upward by pressing  + A Button.



SOUL ITEMS

Soul Items are special parts created by Aillis. They have various extremely helpful effects when equipped. You get Soul Items by defeating enemies. Collect as many as you can!

- **HYPER CHARGE** – You can charge twice as fast.
- **SUPER RECOVERY** – You can recover more energy from an item.
- **BUSTER PLUS 1** – Increases the X Buster's attack damage.
- **SABER PLUS 1** – Increases the Zero Saber's attack damage.



MORE PARTS!

There are various other parts. Collect as many Soul Items as you can and find out what they do! If you want to create a part, select PARTS in the Stage Select screen.



RIDE ARMOR

In certain stages, X and Zero can use Ride Armor.

This powerful punch attack can destroy various things.

While X or Zero is using Ride Armor he doesn't take damage. However, Ride Armor will be broken if it takes a certain amount of damage.



RIDE ARMOR CONTROLS

ACTION

Mount Ride Armor

Jump

X: Punch/Charge Attack

Zero: Punch

Dash

Dismount

CONTROL

Control Pad – move character next to Ride Armor

A Button

B Button

⬆ + B Button

⬇ + A Button or ⬅ or ➡

⬆ + A Button

X'S SPECIAL WEAPONS

- **FIRE WAVE** – This weapon discharges a firewall that rolls forward along the ground. When charged, the weapon drops lava bullets all over the area.
- **MARINE TORNADO** – This weapon creates a tornado. When charged, it fires torpedoes.
- **TRIAD THUNDER** – This weapon fires electric bullets. When charged, it sprays gigantic electric bullets in six directions.
- **RAY CLAW** – This weapon creates a light edge which lasts until it does a certain amount of damage to enemies. When charged, this weapon shoots light particles forward.




MORE SPECIAL WEAPONS!

There may be more special weapons. Can you find them?



ZERO'S SPECIAL MOVES

- **DASH** – Enables Zero to lunge forward at high speed.
- **RISING** – Drops thunder around Zero for a certain time.
- **EARTH GAZER** – Inflicts damage on all enemies on the screen.
- **DRILL CRASH** – Jump, then press  + B Button to inflict damage on an enemy below Zero.

**MORE
SPECIAL MOVES!**

There may be more special moves. Search for them!

28

XTREME 2

- **SAVE AND CONTINUE** – Save game data and continue play. You can have up to four saved games. On the Save screen, highlight a slot with the Control Pad and press the A Button. (To delete a saved game, highlight DELETE DATA and press the A Button.)
- **SAVE AND END GAME** – Save game data and return to the Title screen. (See above for how to save.)
- **STAGE SELECT** – Available when you complete a stage. You can go to the Stage Select screen without saving.
- **RETRY** – Available when your game is over. You can play the same stage again from the beginning.
- **RETURN TO TITLE** – Return to the Title Screen without saving.

Each stage has at least one Memory Device. When X or Zero passes one of them, your play data is saved automatically and Suspended Data is created. When your game is over or you turn off the Game Boy Color while playing, you can restart from the last Memory Device. See page 11 for instructions on how to restart Suspended Data.

SEARCH FOR ITEMS! – In each stage you can acquire items such as Life Up and Sub Tank that will help your adventure. Find them all and power-up your character!

USE SPECIAL WEAPONS AND MOVES! – Certain special weapons and moves help you not only attack enemies, but also complete the stage. Try using them when you find a suspicious place!

CREDITS

Hanshaw Ink & Image

Todd Thorson
Sean Mylett
Robert Johnson
Nate Williams

Jennifer Deauville
Marion Clifford

Michi Morita
Jamie Gibson

Melinda Mongelluzzo
Matt Atwood
Carrie Root

Bill Gardner
Robert Lindsey
Customer Service



ALL THINGS CAPCOM

DEALS • STORE • GEAR • CAPCOM EDGE • NEWSLETTER
GAMES • PREVIEWS • ART • NEW RELEASES

CAPCOM®.COM



90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

XTREME 2 XTREME 2 XTREME 2 XTREME 2 XTREME 2 XTREME 2 XTREME 2



© 1999 CAPCOM
09-00002